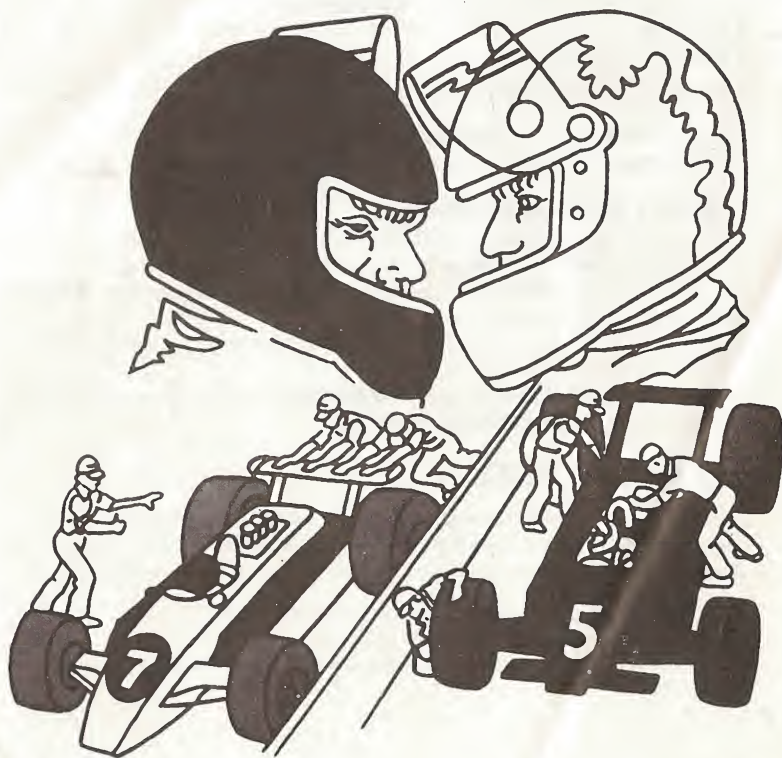


EPYX™
COMPUTER SOFTWARE

PITSTOP II™

INSTRUCTION MANUAL
for the Commodore 64™ Computer



Game Program Designed by Dennis Caswell and Stephen Landrum.

INTRODUCTION

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead on the track and the suspense of struggling to be first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Six of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaway of Watkins Glen. You can practice against the computer...but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple — auto racing was never meant to be a solo sport.

OBJECTIVE

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tires and the fuel gauge. You may find that you can build a lead by wearing out your tires, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tire wear—to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge in winning the race.


GETTING STARTED

- Set up your Commodore 64™ Computer as shown in the Owner's Manual.
 - Plug your joystick into **Port #2**. For two players, plug the second joystick into **Port #1**.
- DISK:**

- Turn the computer and disk drive ON.
- Insert your PITSTOP II disk into the disk drive, label facing up, oval cutout pointing towards the back.
- Type **LOAD """,8,1** and press the **RETURN** key.

CASSETTE:

- Turn the computer ON.
- Insert the PITSTOP II cassette into the recorder, label facing up. Make sure tape is rewound.
- Type **LOAD** and press the **RETURN** key.
- Press the **PLAY** button on the recorder.

THEN TYPE RUN 

With EPYX FAST LOAD™ Cartridge:

- Set up your Commodore 64™ computer as shown in the owner's manual.
- Insert **FAST LOAD™ Cartridge** into the cartridge slot of your computer.
- Plug your joystick into **Port #2**. For two players, plug the second joystick into **Port #1**.
- Turn the computer and the disk drive ON.
- Insert your PITSTOP II disk in the disk drive with the label facing up, and the oval cutout pointing towards the back.
- Press the **C=** (Commodore) key and the **RUNSTOP** key. The program will load up to six times faster with **FAST LOAD™ Cartridge!**

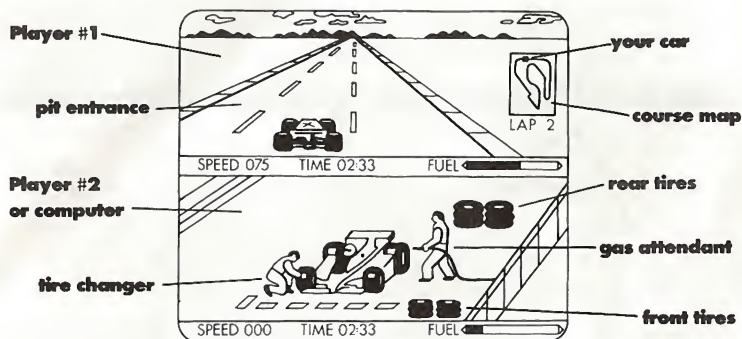
STARTING PLAY

After the game has finished loading, a menu screen will appear, displaying the options available in PITSTOP II. You can select the number of players, the number of laps, change the level of difficulty, choose any single race track or try your skill at the grand circuit.

- Push the joystick up or down to move up or down the menu.
- Push the joystick right or left to change an option.
- When you are satisfied with your choices, select "START THE RACE" and press the fire button.

CONTROLS

1. **Steering:** Use the joystick to steer your car while on the track.
2. **Speed:** To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick. For additional acceleration, press the fire button to engage the "turbo boost!"
3. **Pit Crew:** Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the fire button to activate the crew member, then move him with the joystick. To use another crew member press the fire button to disengage cursor, then reposition the cursor with your joystick. Press the fire button again to engage the other crew member. To leave the pits, position the cursor over your driver and press the fire button.



RACING

When it's race time, PITSTOP II changes to a split-screen display, with two views of the race track. The upper half of the screen is player one's display. Player two (or the computer) uses the lower half of the screen.

The map: Out on the race track, it's important to keep track of three things—you, your opponent and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.

Tires and fuel: Keep an eye on your fuel supply and tire wear, because you'll need to make a pit stop when your fuel is low or when your tires are worn. Your fuel indicator is located at the bottom of your half of the screen. You will use more fuel at higher speeds—so if you want to make fewer pit stops, try a slower pace.

Tire wear is indicated by the color of your tires: they start black and change to lighter colors as tire wear accumulates—they finally turn white at the last stage before a blowout. Tire wear is caused by taking corners at high speed, bumping into other cars and hitting the side of the road. Once a tire turns white, even the slightest bump can cause a blowout and put you out of the race.

The pits: The entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits, steer your car into the entrance. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the gas intake at the side of your car. Watch your fuel indicator—if you overfill, the tank will empty and you'll have to start over again!

To change tires, move your second crew member to a worn tire—after he grabs it, hurry to the correct stack of new tires. The stack near the rear of your car has rear tires, and the stack near the front of your car has front tires. Once you pick up a new tire, move back to the car and mount it. To leave the pits, move the cursor over your driver and press the fire button. Make sure all crew members are away from the car.

GRAND CIRCUIT

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

SCORING

After each race, the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all six races on the circuit.

CONTINUING PLAY

When a race is over, press the fire button to play again. In addition, you can restart the game at any time during play by pressing the **RESTORE** key.

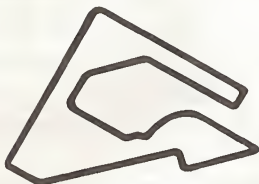
RACE TRACKS



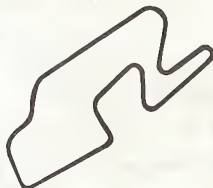
Brands Hatch: Farmingham, England. The 2.65-mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.



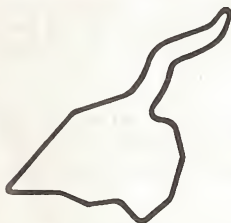
Hockenheim: Hockenheim, Germany. A 4.8-mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.



Sebring: Sebring, Florida. The 5.2-mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.



Watkins Glen: Watkins Glen, New York. Site of the United States Grand Prix. A 3.38-mile course in a picturesque, wooded setting four miles southwest of the town of Watkins Glen.



Rouen Les Essarts: Rouen Les Essarts, Elbeuf, France. One of the sites of the French Grand Prix. This 4.36-mile circuit on public roads is 75 miles northwest of Paris.



Vallelunga: Rome, Italy. A 1.65-mile road circuit located 23 miles from Rome, the Autodromo Vallelunga hosts formula and prototype races.

EPYX
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